

N-GAGE
NOKIA
www.n-gage.com

TORUS
GAMES

Operation Shadow © 2004 Nokia.
Developed by Torus Games.

Single Player **Multiplayer** **Bluetooth®** **Online Option***

* Online game play requires network support.

NOKIA

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OPERATION SHADOW™

N-GAGE

1-4 PLAYERS

ONLY ON
N-GAGE



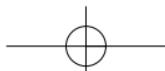
OPERATION
SHADOW



NOKIA

N-GAGE
ARENA

ONLINE FEATURES AVAILABLE



Part No. 9230439, Issue No. 01
R/XXXXXX/YY

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Printed in China.

Package contains one game on one game card. Made in Taiwan. The information contained in this user guide was written for Operation Shadow. The publishers operate a policy of ongoing development and reserve the right to make changes to any of the products described in this document without prior notice.

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EXPORT CONTROLS

This product contains commodities, technology, or software exported from the United States in accordance with the Export Administration regulations. Diversion contrary to U.S. law is prohibited.

Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



PLAY SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger. Follow any restrictions or rules in the device's user guide.



ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



USE SENSIBLY

Use the game deck only in the normal position as shown in the user guide.



ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.

Important: Safety information about video games

About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

CARE AND MAINTENANCE

Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.

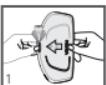
- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

Inserting the N-Gage™ Game Card

Nokia N-Gage™

1. Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.
2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).
3. Slide finger into the finger slot, then lift and remove the battery (Fig. 2).
4. Remove the existing game card or memory card (if you have one fitted).
5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).



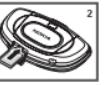
Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual.

Note: Do not use the USB port during gameplay.

Nokia N-Gage™ QD

1. You do not have to switch off the N-Gage QD game deck to change N-Gage game cards.
2. Before inserting or removing a game card, ensure you save all unsaved data as inserting a new game card will close all open applications.
3. Open the card slot (Fig. 1) and insert your game card (Fig. 2).
4. Once a game card is inserted, the game will start automatically.

(Please ensure the auto-start feature is enabled on your game deck)



Starting a Game

Nokia N-Gage™

Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press , scroll to the game icon and press . Now you're ready to start the game.

Nokia N-Gage™ QD

Press and hold the power key  to turn the game deck on.

To start a game when a game card is inserted, press  in standby mode. You can also start games by selecting Games in the menu.

Bluetooth® Multiplayer Game Play*

* To play the game with other users via Bluetooth wireless technology, all participants need to have the same game.

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INTRODUCTION

The post Cold War world is unpredictable and fraught with political factionalism and military conflict. In an attempt to maintain global stability, the United Nations has created a covert Special Forces Team to manage volatile situations before they escalate into global military conflicts.

Jay Solano, a commando with over 15 years of combat experience, spearheads this specialised unit. Often working alone, this one man army is ready to engage unsuspecting forces at a moment's notice.

In recent years, factional conflict and minor skirmishes in the region around Arawas have been increasing.

Neighbouring Ixan forces are on the move. The situation is tense and the world is watching.

It might be time to implement Operation Shadow.

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SECRET

MENU SCREENS

Menu Controls

- Use **Controller Key**   to navigate up and down through menus.
- Use **Key 5**  or **Left Selection Key**  to select menu items.
- Use **Key 7**  or **Right Selection Key**  to move backwards through menu screens.

Main Menu Screen

- **Start** – Select Single Player or Multiplayer.
- **N-Gage™ Arena** – Access N-Gage™ Arena.
- **Options** – Select Controls, Sound, Language or Credits.
- **High Scores** – View game scores.
- **Quit** – Leave the game.

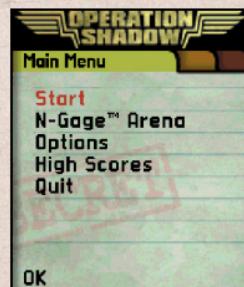
Start Menu Screen

- **Single Player** – Begin a new Single Player game or load a saved game.
- **Multiplayer** – Access the Multiplayer menu screen. Refer to Bluetooth® Multiplayer for further information.

Multiplayer Menu Screen

- **Host Game** – Nominates your game deck as the Multiplayer host, linking up to four players.
- **Join game** – Join an existing game hosted by another player.

Refer to Bluetooth® Multiplayer on page 14 for further information.



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GAME CONTROLS



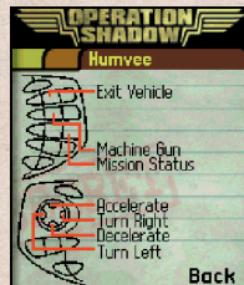
All modes

- **Key 9** - View Mission Status screen
- **Left/Right Selection Keys** - Access Main Menu

Infantry

- **Key 2** - Enter Vehicle
- **Key 3** - Change Weapon
- **Key 4** - Strafe Left
- **Key 6** - Strafe Right
- **Controller Key** - Turn Left/Turn Right, Forward/Reverse
- **Key 5** - Machine Gun
- **Key 7** - Grenade

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Humvee

- **Key 2** - Exit Vehicle
- **Key 5** - Machine Gun
- **Controller Key** - Turn Left/Turn Right, Accelerate/Decelerate

Chopper

- **Key 2** - Exit Vehicle
- **Key 4** - Strafe Left
- **Key 5** - Machine Gun
- **Key 6** - Strafe Right
- **Key 7** - Missiles
- **Controller Key** - Turn Left/Turn Right, Accelerate/Decelerate

Tank

- **Key 2** - Exit Vehicle
- **Key 4** - Turret Left
- **Key 5** - Missiles
- **Key 6** - Turret Right
- **Controller Key** - Turn Left/Turn Right, Accelerate/Decelerate



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GAME SCREEN

Score
Displays current player score.

Time
Displays the current mission time.

Compass
Displays Jay's current direction of movement. The red marker indicates the location of Jay's current mission objective.

Ammunition
Displays how much ammunition is left for each weapon.

Red Reticule
Indicates enemy entities linked to Mission Status.

Green Reticule
Indicates friendly entities and vehicles you can use.



Target Reticule
Indicates Jay's current line of fire.

Player Health Meter
This green meter displays Jay's current level of health. It is only displayed while Jay is on foot.

Missile Lock Indicator
Displays when the chopper missiles lock onto a target.

Hint: Run the target reticle over an object to select targets for the missile lock function.

Vehicle Damage Meter
This blue meter displays the current level of vehicle damage. It is only displayed while Jay is operating a vehicle.

Hint: Even if Jay has 100% health, he will still die if his current vehicle sustains 100% vehicle damage.

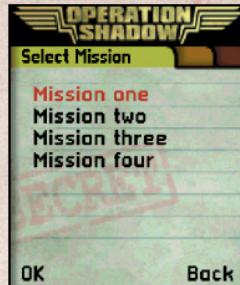
MISSION STATUS SCREEN

You can access the Mission Status screen at any point during the game by pressing **Key 9** .

The game is broken up into Campaigns, Missions and Mission Objectives. Each campaign consists of a series of missions. Each mission consists of a series of objectives.

After Jay receives his briefing from General Barton, he can read over his mission objectives via the Mission Status screen.

Some missions contain hidden objectives. If Jay receives additional Mission Status, the Mission Status Updated screen briefly appears. If this happens, you can read over the new mission objectives with the Mission Status screen.



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PICKUPS



Health



Armour



Gatling gun ammunition



Grenades



Bazooka ammunition



Tank shells

Multi-rocket launcher
(Tank)

Chopper rockets

Hellfire missiles
(Chopper)Double damage
(30 seconds)Invincibility
(30 seconds)Frenzy
(30 seconds)

VEHICLES

Jay Solano will have to use a range of vehicles to complete the mission objectives throughout the game.
Press **Key 2** to hop in and out of vehicles.



Humvee



Tank



Chopper



Hovercraft

WEAPONS

Machine gun

Standard M16 assault rifle

Mounted gun

Mounted 30 calibre machine gun

Gatling gun

25mm chain gun

Grenades

Fragmentation grenade

Bazooka

M2-49 Light Anti-tank Weapon (LAW)

Missiles

Hydra missile

Hellfire missiles

Guided rapid-fire missiles

Tank shells

120mm High Explosive Anti-tank Shells (HEASs)

Multi-rocket launcher

Multi-fire High Explosive Anti-tank Shells (HEASs)

WEAPON ALLOCATION

Infantry:

- Machine gun
- Grenades
- Bazooka

Humvee:

- Mounted gun

Hovercraft:

- Mounted gun

Tank:

- Tank shells
- Multi-rocket launcher

Chopper:

- Gatling gun
- Chopper rockets
- Hellfire missiles



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Jay Solano



General Barton



Maëlys Nyx



General Neva



12 Samantha Brown

CHARACTERS

Our hero, **Jay Solano**, is the finest member of Team Shadow, a UN chartered military force used in covert operations around the world. A veteran of 15 years with the special armed forces, Solano has spent the last five years heading Team Shadow, applying his skills as a small unit field commander and engaging in solo deep incursion operations. He is a 'one man army', a physically imposing modern day warrior able to adapt to the dynamic conditions of covert action and open warfare in any theater of operation.

A career military man and in charge of Team Shadow, **General Barton** is a no-nonsense leader and well used to negotiating his way through political and diplomatic minefields. He is committed to fulfilling Team Shadow's mission to defend civil liberties and quell volatile military uprisings.

An independent and uncompromising businesswoman, **Maëlys Nyx** heads the notorious mercenary outfit, the Midnight Wraiths. A relatively young leader, she nonetheless has had extensive experience working for a number of employers. Unscrupulous in the contracts she accepts, Nyx is an exceptional warrior and assassin. Like all her fellow Wraiths, she is familiar with the most technically sophisticated military hardware.

General Neva is the political and military leader of Rodan, a cold and snow-locked nation state. Despite her clandestine stockpiling and development of new military hardware, Neva has always been a traditional ally of Arawas. Team Shadow would be hard-pressed to defeat such a formidable war-machine.

Samantha Brown is the quintessential modern, young and sassy anchorwoman. She is the face of the popular, and slightly trashy, CPN news network and is passionate about bringing news to the people. Unfortunately for her, the first casualty of war is often the truth.

FACTIONS



Ixan Desert Scorpions

These hardened rebels seek the 'Liberation' of oil and drilling assets from third world nations. Having hidden amongst the sand for years, the Scorpion's preferred theaters of operation are desert and mountain terrain. The harsh conditions in which the Ixan Scorpions operate ensure a very tough and resilient breed of soldier. While slightly outdated in terms of technology, this army's tanks and APCs still pack a punch.



Loxos Red Moon Army

Economic collapse in free-market Europe/Russia caused some splinter militia desert countries to long for the old days of communist rule - where, despite harsh conditions, most people could afford basic living amenities. The RMA combines modern and old armaments from many sources across Europe. Recently, several armies defected to the RMA's cause and introduced new tanks, choppers and military expertise. There are reports that the RMA has managed to buy cold-war era nukes from black market sources.



Midnight Wraiths

Little is known about this mercenary group. Despite having access to cutting-edge weapons and battle technologies, the origin of the Midnight Wraiths remains a mystery. The Midnight Wraith group possesses cutting edge technologies and tactical experience in all fields of combat. Their ground-to-air defenses are second to none. They have excellent communications and operational abilities.



Rodan Snow Wolves

The huge and technically advanced Snow Wolf army has become the preeminent military force in the region. Perfectly adapted to operate in the hostile conditions of their homeland, the wolves of Rodan boast state-of-the-art military technology and a combat hardness second to none. In addition to cutting edge technologies, the Snow Wolves have peerless experience in their field of operation and a body of personnel almost twice the size of any other nation in the region. They possess a formidable ground-to-air defense network underpinned by a massive military research budget. Recent intelligence suggests that a 'Super Tank' may have been added to their arsenal.

BLUETOOTH® MULTIPLAYER

Bluetooth® wireless technology creates a personal area network that can support up to four players within a 10 meter radius. Select Multiplayer from the Main Menu to join or host a multiplayer game.

Hosting a Game

You can host a game if one or more players are connected. A host has the authority to accept or reject player requests to join a multiplayer game.

If you have chosen to host the game, you will be taken to the Server Setup screen.

On this screen you can select one of the following levels: ● **Level 1** ● **Level 2**

Selecting Continue takes you to the Waiting for Players screen. From here the host player may begin the game at any time. (Note: Once the game is underway, no further players can join.)

Joining a Game

Selecting this option will take the player to the Join Game screen. From here the player can select one of the following options: ● **Join** ● **Select Host** ● **Cancel** - return to the Main Menu

Pausing the Game

The game is paused for ALL players if: ● Any player pauses their game ● Any player receives a phone call

N-GAGE™ ARENA

N-Gage™ Arena is the GPRS network supporting an international GPRS online community.

Within N-Gage™ Arena, you can: ● Create a new N-Gage™ Arena account

● Log in with an existing N-Gage™ Arena account ● View world rankings for a specific mission or total game scores ● Upload high scores



CREDITS

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Producer

Mick Solomons

Lead Game Designer

Harry Ravenswood

Game Designer

Vaughn Marshall

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Nokia Limited Warranty

Nokia warrants to the original consumer purchaser that the Nokia N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the Nokia N-Gage game card is found to be defective in material and workmanship within that 90 day warranty period, the Nokia N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for warranty replacement. For replacement, return the Nokia N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia. If Nokia no longer produces the game card, Nokia, at its sole option, may substitute a game card of another game title or refund the customer's purchase price.

Limitations on Warranty

THE BENEFITS CONFERRED BY THIS LIMITED WARRANTY ARE IN ADDITION TO ANY OTHER RIGHTS AND REMEDIES UNDER ANY APPLICABLE LEGISLATION THAT CANNOT BE EXCLUDED. OTHERWISE, TO THE EXTENT PERMITTED BY LAW THE NOKIA N-GAGE GAME CARD AND ALL SOFTWARE CONTAINED ON IT ARE PROVIDED TO YOU "AS IS," WITHOUT WARRANTY OF ANY KIND, EXCEPT AS EXPRESSLY PROVIDED IN THIS NOKIA LIMITED WARRANTY. EXCEPT AS EXPRESSLY SET FORTH ABOVE, NOKIA EXPRESSLY DISCLAIMS ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL NOKIA BE LIABLE FOR ANY SPECIAL, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE NOKIA N-GAGE GAME CARD OR THE SOFTWARE CONTAINED ON IT, INCLUDING DAMAGES TO PROPERTY AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF NOKIA HAS BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME COUNTRIES AND/OR AREAS DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR PERMIT THE EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM TERRITORY TO TERRITORY.

Obtaining Warranty and Technical Support

To receive warranty and additional support, including troubleshooting assistance, please contact Nokia at: www.n-gage.com

N-Gage™ Arena Instructions

Your N-Gage game deck must be switched on and be online to use this feature.

N-Gage Arena is an online service that allows you to upload and download game content enhancements over the air to extend game play.

N-Gage Arena is network dependent and requires network support. To use the N-Gage Arena features you need to ensure that your service provider supports data traffic delivery (GPRS) and you have subscribed to a GPRS service. Some networks have limitations that affect your ability to play online. Please see your mobile provider about GPRS support and availability.

Once you have GPRS activated on your N-Gage game deck, select N-Gage Arena from the main menu screen or the in-game icons. More information and instructions are available at arena.n-gage.com.

You may also need to register and subscribe for some online gaming services. You'll be prompted for this information when using N-Gage Arena. See arena.n-gage.com for more details.

N-Gage™ Arena support provided by Nokia.

Please refer to arena.n-gage.com for game play instructions.

Register Your Game Online

To register, go online at: www.n-gage.com

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